

# Timanous Land Wizard Award

Name: \_\_\_\_\_

**In order to win his Wizard, a camper must complete all requirements in the four ratings.**

*As you complete different parts of this award, remember to have a counselor sign off on it.*

## A. Athletic Rating – Demonstrate proficiency with the head of activity only in 3 of the 6 sports:

1. Baseball:
  - a. Throw a baseball 120 feet (home plate to second base).
  - b. Bat out a fly ball and a ground ball to each side of the mound.
  - c. Be able to bunt properly to both sides of the mound.
  - d. Complete five consecutive accurate infield throws to first base from short stop.
  - e. Know all the rules of the game and define: pitch-out, squeeze play, in-field fly, cut-off and balk.
  
2. Basketball:
  - a. Be able to make 4 consecutive layups on each side of the basket with proper form.
  - b. Complete 6 out of 10 free throws.
  - c. In a game with a counselor and campers: demonstrate advanced dribbling skills, proper shooting technique, effective and legal picks, and give-and-goes.
  
3. Climbing Wall:
  - a. Teach two campers how to put on a harness.
  - b. Learn to tie a figure 8 on a bight.
  - c. Learn to belay.
  - d. Successfully complete the dangle duo with a partner.
  
4. Running:
  - a. Run 27 miles over the course of the summer.
  - b. Run a 40-yard dash in under 6.0 seconds.
  
5. Soccer:
  - a. Demonstrate proper throw-in technique.
  - b. Juggle the ball over ten times.
  - c. Give reasons for calling a penalty and define direct and indirect kick.
  - d. Hold spot on soccer team for your age group.
  
6. Tennis:
  - a. In match play against the tennis head:
    - i) Hit solid, consistent group strokes
    - ii) Approach the net effectively
    - iii) Hit volleys well
    - iv) Hit serves effectively (both first and second)
  - b. Know court position in doubles.
  - c. Hold spot on tennis team for your age group.

## B. Riflery and Archery Rating:

1. Riflery:
  - a. Win 3<sup>rd</sup> bar.
  - b. Know nomenclature of a rifle.
  - c. Explain the proper procedure for sighting in a rifle and know how to correct it.
  - d. Clean and sight a rifle properly.
  - e. Help clean the rifle range – see head of riflery.

2. Archery
  - a. Win Junior Archer award
  - b. Explain care of bow, string, and arrows.
  - c. Assist the counselor at the range for two periods.

C. Shop, Handicraft, and Nature Rating:

1. Shop:
  - a. Know how to identify and/or explain the use of the following:
 

Cross cut	Vise grips	Hack saw	Veneer	Fence
Rip cut	Protractor	Coping saw	Warp	Miter gauge
Bevel cut	Compound cut	Countersink	Forstner bit	Kerf
Miter cut	Taper cut	Dado cut	Twist bit	Kickback
Hand planes	Spoke shave			
  - b. Design and execute an advanced project approved by the head of shop.
2. Nature:
  - a. Be able to locate and identify 10 trees, 3 ferns, and 8 edible plants.
  - b. Know which part of edible plants are eaten; prepare and eat one.
  - c. Make a poster that will help others learn about nature.
  - d. Identify 5 different constellations and know the moon's phases.
  - e. Gather and identify a collection of rocks and minerals (3-6) from around camp.
  - f. Obtain at least 15 points on the "What is it?" game.
3. Handicrafts:
  - a. Complete an advanced project approved by the head of handicrafts.
  - b. Teach your chosen skill to two other campers.

D. Camping Rating:

1. Campcraft:
  - a. Know and demonstrate proper use of an axe and maul.
  - b. Construct a suitable fireplace and start a fire in wet weather.
  - c. Plan, prepare, and cook two meals.
  - d. Identify basic topographic map symbols. Find the best route between two points and locate good campsites on a topographic map.
  - e. Demonstrate skill in the proper use of tents, stoves, campcraft equipment, and canoes.
  - f. Successfully complete a hike of five miles or more knowing safety rules and necessary supplies needed for hiking.
  - g. Help two campers meet their Jester requirements in campcraft.
2. First Aid:
  - a. Know how to do a simple injured person assessment – ABC's.
  - b. Give signs and treatment for sunstroke and heat exhaustion.
  - c. Give signs and treatment for shock.
  - d. Know treatments for burns on fingers, nosebleeds, and methods for stopping bleeding.
  - e. Know what a fracture is and how to splint it.
3. Timanews:
  - a. Write a one-page essay for the Timanews.
4. Reliability:
  - a. Show reliability in all phases of your camping experience to the satisfaction of the head of Land Honors.